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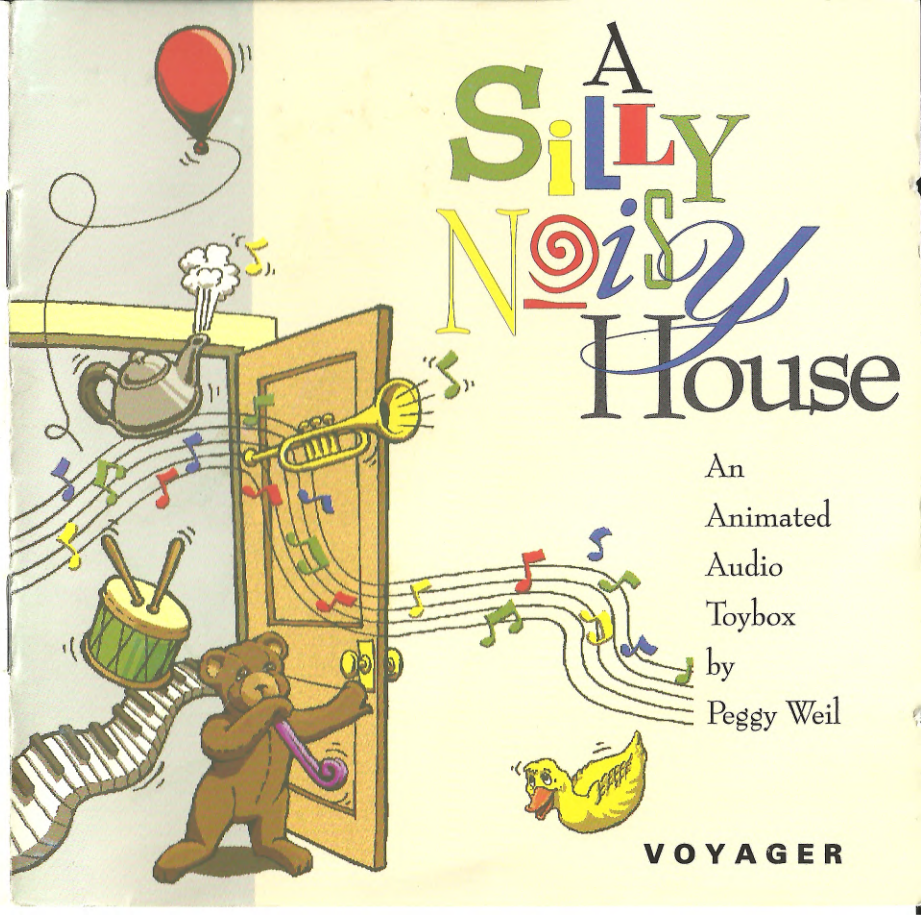


A Silly Noisy House

An Animated Audio Toybox

by Peggy Weil

VOYAGER

Note: If you are familiar with the Macintosh, A Silly Noisy House *is very easy (and fun) to use. Just point and click to make something happen! But should you need help, this guide covers some basics.*

Getting Started

Sound. A Silly Noisy House includes lots of sound effects, which come from the CD player. If you haven't already done so, install the CD-ROM start-up file in your System folder, and then restart your Macintosh to ensure that your system recognizes your CD-ROM drive. The start-up file should be on the CD Setup diskette that came with your CD-ROM drive. Contact the seller or manufacturer of your CD-ROM drive if you do not have the start-up file for your drive. Make sure that the CD-ROM drive and your speaker or headphones are hooked up, and that the volume is up high enough.

Getting Around. To play in *A Silly Noisy House*, you need to know how to move the pointer on the computer screen, and how to click the mouse button. If you need help, see your Macintosh manual for a description of these mouse basics.

Customer Service

Call (~~310) 451-1383~~ for software support.

(914) 591-5500 Larry

(212) 431-5199 Jeff

Installing the House

Once your hardware is configured and the CD-ROM driver is loaded, you can install *A Silly Noisy House*. You must have 6MB free on your hard disk.

To install the program:

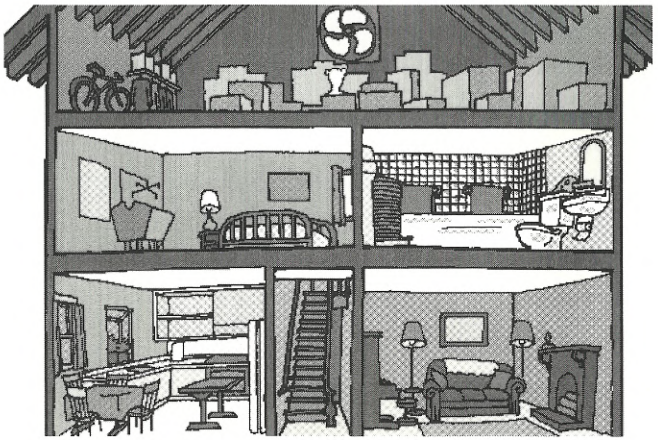
1. If you haven't already done so, place the CD (label side up) in a caddy (if applicable) and insert the caddy in your CD-ROM drive.
2. Open the CD. You should see one folder on the CD, named "Silly Noisy House Folder."
3. Copy the folder to your hard disk.

Playing in the House

A Silly Noisy House is made up of rooms full of things that you can play with. You can move from room to room, pointing and clicking on the objects in the rooms. Some of them move around, some play songs, some you can drag to another place, and some will surprise you! Sometimes what you click does one thing, and sometimes it does something else. A big part of the fun of *A Silly Noisy House* is finding out what you can play with and what it does, so be sure to try clicking everything.

To start *A Silly Noisy House*, open the Silly Noisy House folder and double-click the projector called "A Silly Noisy House." You will be taken to the front of the house. You can play with the ball and the jacks, or click the book to choose a song you want to hear. If you click the "Credits" scroll, you can see a list of the people who worked on the house and what they did.

To get into the house, click the front of the house, then click the front door (don't forget—you can click other things on the front of the house, too). You will see all the rooms of the house, just like a dollhouse. To go to a room, click it. You can always get back to this picture to move to another room by clicking any dollhouse or house picture you see—including the houses on the bathroom towels!



When you go to a room, you see only a part of it at a time. You can move to the other parts of the room by moving the cursor to the right or left edge and clicking when the cursor turns into a right or left arrow. If you are looking at something close up (like the popcorn popper in the kitchen), you can go back to the bigger view of the room by clicking something else in the picture (like the counter next to the popcorn popper).

You can move from room to room in different ways. If you see a dollhouse or a picture of a house in a room, you can click it to go to the picture of all the rooms. Sometimes clicking a window will take you outside. Clicking a door will take you to the connecting room. There are also secret passageways in the rooms that take you to another room at random. Try clicking in different places in the rooms to see if you can find the secret passageways.

Putting the House Away

When you are done playing, you can put the house away by holding down the Command key (the one with the little apple on it) and pressing Q.